JS Intro





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Requisitos

- VSCode (Crear archivos, borrarlos y moverse por el editor)
- Live server extension
- Git







Contenido

- Intro
- Creando nuestro primer JS
- Grammar & Variables
- Tipos
- Operadores
- Sentencias de control y bloques
- **Arrays & Strings**
- Bucles
- Objects
- **Functions**
- Async

Intro

JavaScript is a cross-platform, object-oriented scripting language used to make webpages interactive (e.g., having complex animations, clickable buttons, popup menus, etc.)

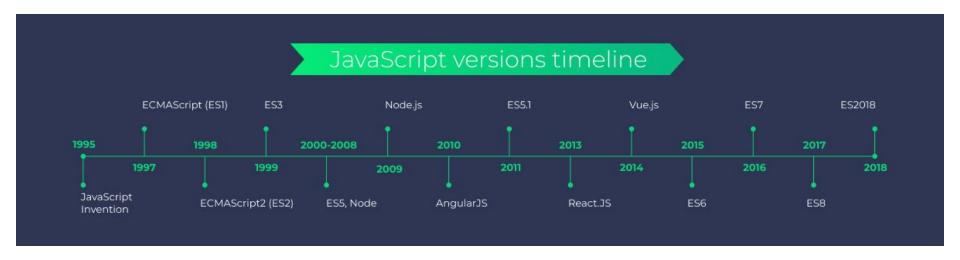
https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Introductio n#where to find javascript information

Intro

There are also more advanced server side versions of JavaScript such as Node.js, which allow you to add more functionality to a website than downloading files



Intro



Creando nuestro primer JS

```
console.log('Hola Keepcoding');
```

Grammar & Variables

- Escritura básica de un archivo.
- Palabras reservadas.
- Comentarios
- Variables (let, const, var)
- Punto y coma

Tipos

- Primitivos
 - Number. An integer or floating point number. For example: 42 or 3.14159.
 - String. A sequence of characters that represent a text value. For example: "Howdy".
 - Boolean. true and false.
 - null. A special keyword denoting a null value. (Because JavaScript is case-sensitive, null is not the same as Null, NULL, or any other variant.)
 - undefined. A top-level property whose value is not defined.
 - BigInt. An integer with arbitrary precision. For example: 9007199254740992n.
- Object

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Grammar and types#data structures and types

Operadores

- typeof
- Operadores de asignación
- Operadores aritméticos
- Operadores de comparación
- Operadores de cadena
- Operadores lógicos
- Operador coma

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Expressions and operators#aritm eticos

Sentencias de control y bloques

- Expresiones condicionales if..else
- Bloques
- Hoisting
- switch
- Ternario

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Control flow and err or handling#declaraci%C3%B3n switch

Strings & Arrays

- Métodos de los strings
- Arrays
- Métodos de los arrays
- Arrays bidimensionales

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Text_formatting

Bucles

- For
- While
- **Break & Continue**
- for..in **

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Loops and iteration#declaracion labeled

Objects

- Creación de objetos
- Acceso a propiedades de objetos
- Modificación de propiedades de objetos
- Añadir propiedades a objetos
- Eliminar propiedades de objetos
- for..in **

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Working_with_o bjects

Functions

- Declaración de función
- Funciones Flecha
- Llamar funciones
- Ámbito de function
- Cierres
- Parámetros predeterminados
- Parámetros rest

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Functions#definir funcio nes

Programación funcional

- Callback function
- ForEach
- Map
- Filter
- Reduce*

Async

- callback
- promise
- async / await

Mutable

- Objects and arrays
- Problemas
- spread operator**

Contenido extra

- Destructuring
- Dates
- Regex
- Modules



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Datos de contacto